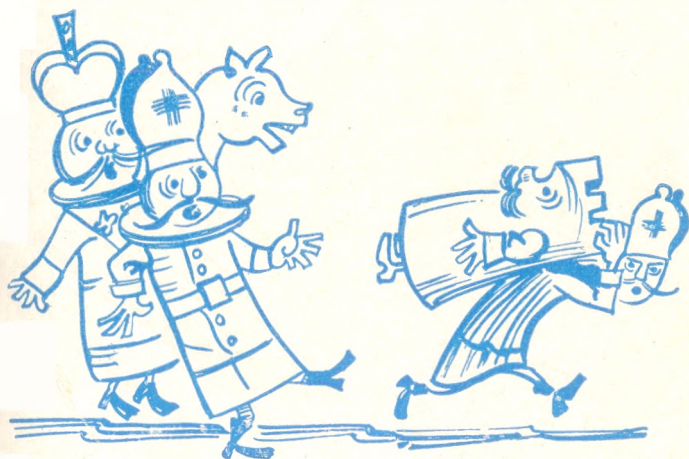


SELECTED GAMES OF TAL



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MIKHAIL TAL

Mikhail Tal is the Indra of the chess world. He fights from the clouds and hurls lightning sacrifices, thunderous attacks, and thunderbolt checkmates at his opponent. A battle with Tal is ever so exciting that even earth-based players rise to his level and fight with his own weapons. Fighting at such levels is, however, exhausting for most players and they fall down to the earth. Only Tal can maintain a sustained attack from the sky.

There are occasions when Indra is not in his mood. No clouds are there in the sky and he is defenceless. He has to fight on the earth and any child could defeat him. Tal is sick on these days.

And there are occasions when Tal himself descends from the clouds. His opponent has been staggered by the thunderous blasts. Indra then graciously resorts to simple bow and arrows and forces the opponent to surrender. In endgame technique, Tal is as good as any mortal.

Botvinnik has said that a player should have four essential qualities to become a great master—talent, determination, health and hard work. With very little health, and with almost no determination and hard work, Tal has become a great master. It bespeaks his fantastic talent.

It is futile to list his successes and failures. When he is healthy, Tal is the greatest master in the world. When he is ill, he is not himself. Whether he is winning or losing, there is no more graceful sportsman than the gentle, witty and good-natured Indra of our chess world.

Tal is the one master who is ready to set aside the sporting success in a desire to create a beautiful work of art. Being a darling of chess gods, he has achieved both sporting and artistic success of the highest order. No wonder he is the darling of all chess-mortals too,

—S.V. Simhadri
Chess Academy
Bangalore.

1

Bohm—Tal

Alekhine Mem. 1975

Benoni Defence

This game was played in the sixth round. Tal had drawn all his previous games. While Bohm had lost all his. Thus Tal had obvious fears of the Dutch master.

1 PQ4 NKB3 2 PQB4 PB4
3 PQ5 PKN3 4 NQB3 BN2
5 PK4 0—0 6 BQ3 PK3

More popular is 6... PQ3
7 PKR3 PK3 8 NB3 PxP
9 KPxP RK1+ 10 BK3

7 PKR3

On 7 PK5 follows 7...NK1
But white is keen on the
above mentioned line.

7...PxP 8 KPxP RK1+ 9 BK3
I Now on 9...PQ3 10
NB3 leads to the line
Bohm wants but Tal has a
surprise for him. Black is
not obliged to hurry with
the Q—side development.

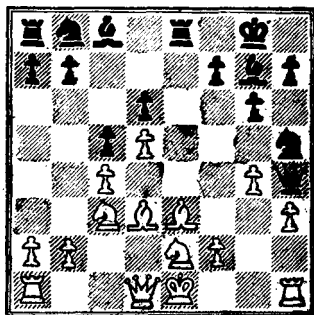
9 ... NR4!

On 9...BR3 follows 10 NB3
It is dangerous for Black
to grab the pawn.

10 KNK2 PQ3 PKN4!?

Very interesting. On 11
0—0 follows 11...QNQ2
with advantage for Black.

11 ... QR5!



12 KQ2

The other replies 12 QQ2
and 12 NK4 are worse
because they allow 12...
BxP.

12 ... NKB3 13 QKN1

On 13 NN5 Tal would
have played 13...RxB.
White's text threatens 14
QN3 and Black has no
choice.

13 ...N(3)Q2 14 PB4 QQ1
15 PN5 PN4 16 NxP BxP
17 RN1 BKN2

"An incorrect retreat.
I had written down in my
scoresheet 17...QR4+ but
did not play it. On 18 N
(2) B3 BxN+ 19 NxB, BR3
20 PKR4 NN3 21 PR5
RK2! Black has no regrets
for the position. While
playing 17...BN2, I over-
looked the tactical possi-
bility on white's 22nd
move"—Tal

18 NxQP QR4+ 19 KQ1 RQ1
20 BQ2! QR6

20...OxP is not good
because of 21 BB3

21 QK3 NN3

"Bohm thought for 15 minutes over his move. Time did not pass easily for me as I was tensely expecting the simple 22 NxP! The Dutch master took the N in his hand and... took it to the Q-side"—Tal.

22 NN5? QR5+ 23 RN3 NxBP
24 BxN

White perhaps liked to play 24 QK7 but noticed the unpleasant 24... NB3.

25... QxB 26 NB7 NR3!
26 NxR QxQP 27 RK1 QxN

Though exchange—down, Black's position is excellent because of his two B's and the hopeless situation of the white K.

28 KB1 BK3 29 RR3 NN5
30 BxN

On 30 KN1 follows 30...
BxP+ 31 RxB NxR 32
KxN QQ4+

30 ... PxB 31 RQ3 QB1+32
KQ1 PN6 33 RxR+ QxR+
34 QQ2 QB2 35 NB1 PN7

White resigns.

2

Tal—Stein

Alekhine Mem. 1975

Tarrasch Defence

1 NKB3 NKB3 2 PB4 PB4
2 NB3 PK3 4 PKN3 PQ4

5 PxP PxP 6 PQ4 NB3

7 BN2 BK2 8 0—0 0—0

"The English chess players are distinguished by their fine opening preparation. Though I had not seen any game of Stean where he employed the Tarrasch defence, I had no doubts that all the important games in this variation were known to him. Hence I started looking for a line to take the game out of book"—Tal.

9 BN5 PxP 10 KNxP PKR3

11 BK3 RK1 12 QN3

"My opponent thought for a long time over his move and I came to the conclusion that I had produced something novel".—Tal.

12... NQR4 13 QB2 BKN5

14 PKR3 BQ2

Black should play 14... BR4 keeping the white KP under attack.

15 QRQ1 RQB1 16 NB5

Not so much an attack on the isolated QP as an attack on the K-side. If now 16... NB5 white has the combination 17 QNxP! NxN 18 N(B)xN+ RxN 19 QxR! or if 17...NxN 18

BxN NxB 19 NxP+ ! KB1
20 PxN !.

16 ... BB1

Relatively best was 16... BK3 but that would be tantamount to accepting his whole strategy as wrong.

17 BxQP RK4

Probably Stean considered here 17 NxB 18 RxN QB2 but then realised that after 19 BB4 Black will suffer more material losses. Otherwise it is difficult to understand why he voluntarily allowed the following sacrifice.

18 NxP+ PxN 19 QN6+ KR1
20 BxBP RB3

The game will at once end on 20...BN2? 21 BxKRP BxB 22 RxB!

21 RQ5

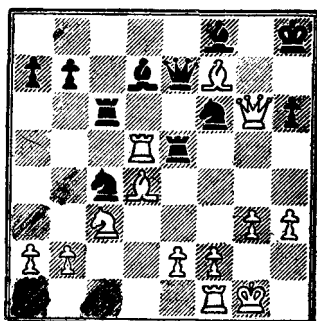
"An old malady of seeking better and better moves Here simplest was 21 BxKRP BxB 22 QxB+ NR2 23 QB4"-Tal

21 .. QK2

"This was the very move I was banking on. Best for Black was 21... RxR 22 NxR BN2 though then

also white gets winning chances with 23 BxKRP"-Tal

22 BQ4 NB5



A very curious position with so many (12!) pieces crowding with no breathing space for one another.

23 PB4 BN2

Black's intended 23...BB4 will not work because of 24 RxR NxR 25 QxB NxB 26 NQ5

24 BxR NxB

"Black could have posed greater problems with 24... NK6 But even then after 25 RB3 N(K)xR 26 NxN white wins easily as most pieces are removed from the board, mainly the black ones !-Tal.

25 RxN QB1 26 BN3 NN5
27 QQ3 NxR 28 PxN QB4+
29 KR2 BK1 30 PK6 RQ3
31 QK4 Black resigns.

3

Luboevich—Tal
Las Palmas 1975

Sicilian Defence

1 PK4 PQB4 2 NKB3 PK3
3 PQ4 PxP 4 NxP NKB3
5 QNB3 PQ3 6 PKN4

The Keres attack is a favourite of the Yugoslav master

6 PQR3 7 PN5 KNO2 8 PKR4
PQN4 9 PR5 PN5 10 N(3)K2
BN2 11 BN2 NB4 12 NKN3
QNO2 13 PKB4 BK2 14 QN4

A quieter line is 14. PB4,
PR3 15. PN6, BR5 16.
QN4 In the Keres variation even quiet variations are full of complications!

14...PR3

Black starts clearing operations. If now 15. PxP PxP and the white pieces are too much in number on KN-file.

15 PN6 O-0

15. PB+ is dubious because of the simple 16 QK2

16 PxP + RxP 17 BK3

On 17 NxP, 18 NxN QxN
BR5 19 QN4 BxN+ 20
QxB NB4 and white lags
behind in development.

17. QB2

Worth consideration here is 17...PR4

18...O-0

Luboevich abandonse his idea of Q-side castling on which follows 18. QRB1
19 KN1 NB3 20 QN6 N
(4) Q2 white can play here
18 NxP NxN 19 QxN

18...BKB3 19 NxP NxN
20 QxN BxNP

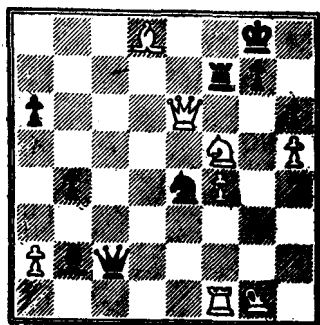
The dynamic situation changes with every move. An objective evaluation as the tactical possibilities can be given only by the contestants.

21 QRQ1 NB3 22 QxP NN5
23 BN6 QxP 24 QK6

If 24 QN6 then 24 RxP!
24. NB3 25 NB5 RK1
26 RQ3!

The only other choice 26
QN3 BxP 27 BxB QxQ
28 PxQ NxB is in Black's favour.

26 RxR 27 BxR BxP
28 BxB NxB



Avoiding the trap 23...
QxB? 29 QxR + KxQ 30
NQ6+

29 BN6

White should not win the Rook by 19 NK7+ KR1 30 QxR ? ? because Black plays 30...BQ5+ and wins 29...QQ6 30 RK1 NQ3!

A mistake would be 30... NB4 31 NK7+ KR2 33 QN6+ and 33 BxN.

31 NxN QN6+ 32 KR1 QB6+ Drawn.

This game was awarded a special prize for the fascinating struggle.

4

Tal-Tatai

Las Palmas 1975

Benoni Defence

1 PQ4 NKB3 2 NKB3 PB4
3 PQ5 PK3 4 PB4 PxP
5 PxP PQ3 6 NB3 PKN3
7 BN5 PKR3 8 BR4 PKN4
9 BN3 NR4 10 PK3 NxB
11 RPxN BN2

Black has adopted a fashionable line against white's 7 BN5.

12 QB2 NQ2 13 BQ3 NB3
14 NQ2 O-O 15 NB4 QK2
16 PQR4 BQ2 17 O-O QRN1
18 KRK1

The real fight has started now—centre vs. flank.

18 ...PN3

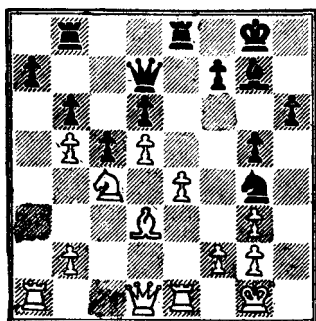
Black would have liked to play his intended...pQR3

followed by...PQN4. But if at once 18... PQR3 White replies 19. PR5.

19 PK4 KRK1 20 NN5 BxN
21 PxB

Now the Q-side is locked and white's attack can flow smoothly.

21 ... NN5 22 QQ1 QQ2?



Black is being indecisive. He should continue with the logical 22...NK4

23 RxPI

With this sacrifice, White stars attacking all over the board.

23...QxR 24 QxN QRQ1 25 QB5

White's threat is 26 PK5 and Black has no options.

25 ...RK4

Or 25...QB2 26. PB4 followed by PK5, and Black's game collapses.

26 NxR BxN 27 PB4 BQ5+
28 KR2 QQ2

Black forces the Q-exchange and hopes for a

reduction in White's attack.

5

29 QxQ RxQ 30 RQR1

Tal is attracted to open files as moths are attracted to light.

30 ...PB5

The only way to protect his QNP. If at once 30... BxP 31 RR8+ KN2 32. RN8 and the NP is lost.

31 BxP BxP 32 RR8+ KN2
33 BK2 BB3

This allows an exquisite manouvre. Better was 33... RK2.

34 RN8 BQ1 35 BN4 BB2
36 RK8 RQ1 37 RK7 BN1
38 RN7!

A manouvre smacking of an end-game study. White has forced the Black B to occupy the worst square.

38 ...KB3 39 BR5

With this move, Tal converts the Black R also into dead wood.

39 RKB1 40 KR3 Black resigns.

Tal's magic wand has turned all Black pieces into stones as in a fairy-tale. A game which shows how enchanting Tal can be in his attacks.

Doroshkevich—Tal

USSR Ch. 1975

Benoni Defence

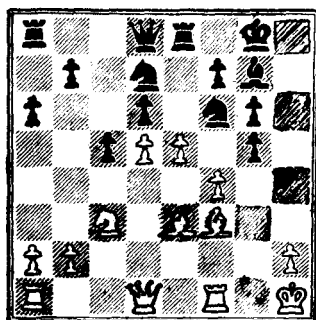
1 PQ4 PKN3 2 PQB4 BN2
3 PK4 PQB4 4 PQ5 PQ3
5 NQB3 NKB3 6 BK2 0—0
7 PB4

More solid is 7. NB3. But Tal's opponents seem afraid of giving him tactical chances against solid moves. Thus they go in for attack themselves with dire consequences.

7 ...PK3 8 NB3 PxP
9 BPxP BN5 10 0—0 BxN
11 BxB QNQ2 12 KR1 PQR3
13 BK3 RK1 14 PKN4 ?!

White plunges headlong into his chosen path. Obviously he has become panicky of Black's... PQN4 and the attack against the weak white Kp.

14...PR3 15 PN5? PxP
16 PK5



On 16. PxP follows 16...
NR2 17. RKN1, NK4 18.
QK2, PN4 19. QRKB1,
QK2. White treads his
hazardous path and Tal
develops a great attack.

16... NPxP11 17 PxN RxB
18 PxB NK4 19 BN2 QN4
20 NK4 QR5 21 QQ2 KxP

Tal's favourite opponent
piece seems to be the King!

22 QKB2 QxQ 23 RxQ

Or 23 NxQ PB6 24 BR3
RK7 25 NN4 RR1 Black
wins easily.

23 ... PB6 24 NxQP ...RQ1
25 NxNP PxB+ 26 KxP RxP
27 PN3

White must have heaved a
sign of relief as the storm
seems to have blown away.
But he is unaware of the
thunderbolt about to fall
on him.

27...NQ6 28 RB2

If 18. R(2)B1, then 28...
RN4+ 29. KR1, RK7 30
PKR4, R (4)N7 wins.

28...RK8!! White resigns.

'A sting in the tail'. Alek-
hine immensely loved such
moves. Kirillov, Tal's
second for the tournament
rushed out of the tourna-
ment hall shouting "A
colossal win for Tal."

6

Hubner-Tal

Bienna Interzonal 1976

English Opening

1 PQB4 NKB3 2 NQB3 PK3
3 NB3 BN5 4 QB2 PB4
5 PKN3 NB3 6 BN2 0-0
7 0-0 QK2 8 PQ3 PKR3
9 PK4 PQ3 10 NKR4

The usual plan in English
opening is to play on the Q-
side. Hubner deviates from
this plan.

10...RN1 11 PB4 BQ2 12 PKR3
NQ5 13 QB2 PQN4

The battle starts in earnest
now. Hubner seems to be not
clear about his plans. Best
for white seems 14 PK5
PxKP 15 PxKP NR2 16 PxP
NxP 17 NK4.

14 BK3 PxP 15 PxP BB3
16 QRK1

White dare not play 16 BxN
PxB 17 QxP?? because of
17...BB4

16...QN2

Black has seized the initia-
tive.

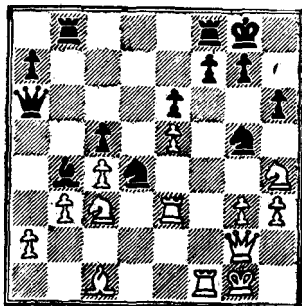
17 BB1

If 17 PR3 BxN 18 PxB NN6
17...QR3 18 PK5 PxP 19 PxP
NR2 20 BxB QxB 21 RK3

White seems to have emerged
unhurt in the skirmish. But
in reality white's k-side is

seriously impaired and Black gets an attack on the K-side.

21...NKN4 22 QN2 QR3 23 PN3



White must have heaved a sigh of relief. Everything is apparently well-defended. But Tal strikes a sudden, unexpected blow.

23...NxP + !! 24 QxN BxN
25 QN4

The positional master goes in for complications against the combinative master and comes to grief. Better is 25. QN2.

25...QxRP 26 RxB PKR4!

An intermediate move not foreseen by white At once 26... NK7+ 27 KR1 NxR leads to 28 BxP PN3 29 NxP when it is white who wins!

27 QxRP NK7+ 28 KR1 NxR
29 BR6 QK7

If 29... PxB 30 NN6 with a draw.

30 QN5!

Dazzling play. Hubner is offering all his pieces to obtain a draw,

30...QK5+

If 30... QxR+ 31 KR2 Black to concede a draw. For 31... PN3 is dangerous because of 32 NxP PB3 33 NK7+ KB2 34 QN7+

31 RB3 QR2

Tal has conducted the defence in a marvellous fashion.

32 BxP QxB B3 QxQ+ KxQ
34 RxN

Now Black has a winning material advantage and Hubner prolongs the game till the timecontrol.

34...KRQ1 35 NB3 RQ8+
36 KN2 R(1)Q1 37 RB2 R(1) Q6
38 RR2 RxP 39 NN5 R(Q)Q6
40 NK4 RK6 41 NxP RxP+

White resigns.

Hubner had won in fine combinative style against K. Rogoff in the previous round. He could not control his thirst for combinations in the next round also. But unluckily for him, his opponent was the greatest combinative player in the World.

7

Lombard—Tal

Bienne Interzonal 1976

Pirc Defence

1 PQ4 PQ3 2 PK4 NKB3
3 NQB3 PKN3 4 NB3

Sharpest is 4. PB4.

4...BN2 5 BK2 0-0 6 0-0
PB3 7 PKR3 QB2 8 PQR4
PQR4

Also possible is 8...QNQ2
9 BK3 PK4

9 BK3 NR3 10 NQ2 RQ1
11 QK1

11 PB4 PK4 12 PB5 seems
better.

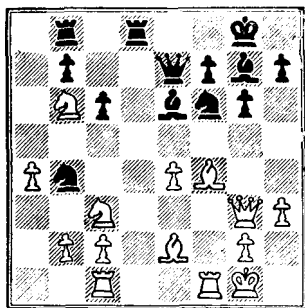
11...NQN5 12 RB1 PK4
13 PxP PxP 14 NB4 QK2
15 NN6

If 15 BN6 RK1 16 BxP?
BR3!

15...RN1 16 PB4 PxP!!
17 BxP

White has conducted an
excellent attack, but it is
only a preamble to a great
attack by Black.

17...BK3 18 QN3



With pleasant hopes of gett-
ing Black R for his N and
preserving his precious QB.
Tal's next move must have
been a bolt to him.

18...NR7!!

Tal starts a fantastic combi-
nation.

19 BxR

If 19 NxN NxP 20 QB3
NQ7 21 BxN RxB and white
cannot save his extra piece.
And if 20 QR2 then 20...
QB4+

19 NxR 20 RxN QB4+
21 KR1 QxN (b6) 22 BB7 QxP
23 RQN1 QxP 24 BxR NQ2

When Tal played 18 NR7
he must have visualised this
position and all the head-
whirling variations associa-
ted. An incredible imagi-
nation indeed!

25 QQ3 QxN 26 QxQ BxQ
27 RxB NB4 28 RN8 KN2
29 RR8 NxRP 30 BxP BQ5

Despite Tal's great combi-
nation, the game is still not
lost for white. But Lombard
must have exhausted all his
ingenuity and starts playing
nervously.

31 BQ1 NN7 32 BB2 NB5
33 BK1

The position arisen is rich
in possibilities and hence a
source of inexhaustible ana-
lysis. Preferable here seems
33 BN3 KB3 34 BxN BxB
35 RQB8BN4 36 BN4 KK4
37 RK8+ Or if 33 BN3
NxB 34 BxB PxP 35 RxN
PB4 36 KR2 KB3 37 KN3
KK4 38 KB3 is good for
white.

33...NK6 34 BQR4

Better 34 BQ1. The end game is an example of two Bishops being superior to two Bishops !

34.. PQB4 f35 BKB2 KB3
36 KN1 KK4 37 BB6 PB5
38 RR5+KQ3

At once 38 KB5 leads to
39 PN3+ KB6 40 RR2!
BxP 41 PK5+ KN5 42
BQ7+

39 BQR4 PB6 40 PK5+ ?

White should play 40 BxN
BxB+ 41 KB1

40...KB2 41 BxN BxB+
42 KB1 BKB4

If the white P had remained
at K4 this move would not
have been possible.

43 PK6

White has no choice. If
43 KK2 then 43... BN3
followed by 44... PB7 wins.

43... PxP 44 RK5 BQ5
45 RK2 KQ3

If 45... BQ6 46 BB2 BxR+
47 KxB white draws despite
two pawns behind.

46 BB2 ?

In an inferior position, a
player should go in for ex-
changes. But in this case
white should preserve his
pieces. 46 KK1 still draws.

46...BxB 47 RxB KQ4
48 KK2 KB5 49 RB1 PK4
50 RB1 PB7! 51 KQ2 KN6
52 RB1 BB6+ 53 KQ3 PK5+

54 KxP KN7 55 RB1 PR8=Q
56 RxQ KxR 57 KB4 BB3
White resigns

A combinative masterpiece.



Anderson—Tal

Match, Stockholm 1976

Reti Opening

1 NKB3 PQ4 2 PKN3 BN5
3 BN2 NQ2 4 PB4 PQB3
5 PxP PxP 6 NB3N(1) B3?
Correct is 6... PK3

7 QN3 NB4 8 QN5+N(3) Q2
9 PQ4

"I can now resign quietly.
But I first thought I could
last until 20 moves and then
felt I should continue until
30 moves"—Tal.

9...PQR3

9...NR3 10 NK5 BK3 11
QxNP QB1 12 BxP BxB
13 QxB is quite hopeless
for Black.

10 QN4 NK5 11 QxP

11 NxN PxN 12 NN5 is
more satisfactory.

11...NxN 12 PxN PK3
13 BB4 BK2 14 0-0 0-0

Tal's hopes of continuing
the resistance upto 30 moves
have apparently brightened.
But white's next move em-
phasises the utter hopeless-
ness of Black's position.

15 PQR4! BxN

Otherwise white will simply remove the N to Q2 and play PQB4.

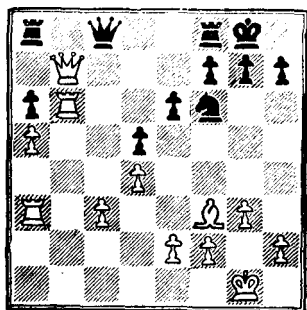
16 BxB NB3 17 KRN1

Much simpler is 17 PB4
BQ3 18 BxB QxB
19 PB5! KRN1 23 QxQR1!

17.. BQ3 18 BxB QxB
19 RN6 QQ1 20 PR5

Being a positional master, Ulf does not first play 20 RxRP. He wishes to capture the pawn (which is doomed anyway) after strengthening his position.

20...QB1 21 RR3



21...PN4!?

Black's position is so bad that any move is as good as any others... But Tal's arrows are always venomous. "When he is under a genuine attack, Andersson plays very confidently. But when he is under a 'threatened, attack, Ulf becomes over-cautious. Against my naive 21... PN4? he pondered for

a long time. In his place I would have simply continued the attack with 22 QK7"—Tal.

22 QxQ KRxQ 23 PK3 RB2
24 BK2 R(1)QB1 25 BxP

"Here I became warmer. White could have snuffed out all Black hopes with 25 R(6)N3.

"I remembered Koblents, phrase— 'If there is one open file, Tal will give mate!'. There is no mate here; however, perpetual checks are possible"—Tal.

25...RxP 26 RxR RxR 27 BK2
RB7 28 PR6 RR7

Not, of course, 28...RxB? ?
29 PR7 RR7 30 RN8+

29 RN7 PN5 30 PR7 KN2
31 RB7 RR8+ 32 KN2 RR7
33 BN5

Andersson is complicating his win. 33 BQ3 is better.

33.. NK5 34 BB6 RxP+
35 KN1 RQ7

"White had only a couple of minutes on his clock and he expended it considering Black's 36...NN4. Convinced that he need not fear it, he took a Queen and placed it on the QR8 square.

"Many spectators thought 36 BR4 would win. I saw the move and even waited for it with ambitious thoughts on 36 BR4 would follow 36...NN4 37 RB2 NB6+

38 KR1 RQ8+ 39 KN2
NK8+ 40 KB2 NxR
40 PR8=Q. RQ7+ 42
KB1 NxP+ 43 KK1 RR7
when Black is no worse"—
Tal.

It is difficult to agree with
Tal. However, Tal suggests
36 BxP PxP 37 PR8=Q
NN4 38 RxP+ KxR
39 QxP+ winning easily.

36 PR8=Q RQ8+ 37 KN2
RQ7+ 38 KB1 RQ8+

Drawn.

On 39 KK2 NB6+ draws.
An exciting game.

9

Karpov—Tal

USSR Ch. 1976

Sicilian Defence

1 PK4 QPB4 2 NKB3 PQ3
3 PQ4 PxP 4 NxP NKB3
5 NQB3 NB3 6 BKN5 PK3
7 QO2 PQR3 8 0-0-0 BQ2
9 PB4 PN4 10 NxN BxN
11 BQ3

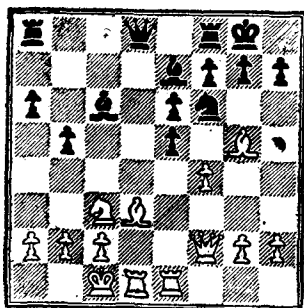
"The 'Encyclopedia of Open-
ings' recommends here 11...
QR4. But I am not an ency-
clopediaist but a practical
player and do not agree
with the recommendation"—
Tal.

11...BK2 12 KRK1

Possible also 12 PK5 after
which the game was agreed

drawn in some Bienne Inter-
zonal (1976) games. But Tal
would not have consented
for a draw if Karpov played
12. PK5.

12...0-0 13 PK5 PxP 14 QB2



In the press-bureau, Furman
(Karpov's trainer) comforted
Koblentz (Tal's trainer)
saying "Do not worry.
Misha will last for 30
moves".

"I myself felt tricked. But
I realised that white had
nothing better than 14. QB2
Now on 14...NQ4 will fol-
low 16. BxP+, KxB 16.
RxN, PxR 17. QR4+. It
is not so much that I feared
RxQ as it frequently ap-
pears in Sicilian. I really feared
QR4+. Hence my
move"—Tal.

14...PR3 15 BxN

Black gets an excellent game
after 14. BR7+, KxB 16.
RxQ, KRxR 17. BxN,
BxB 18. PxP, BK2,

15...BxB 16 PxP

"I exchanged smiles with

Karpov here"—Tal.

16...BR5 17 PKN3 BN4+
18 KN1 QB2 19 PKR4

Tal rejected Karpov's offer of a draw here as his position is superior.

19..BK2 20 PKN4 BN5
21 PN5

Stronger is 21. QQ4, QK2
22. PN5.

21.. BxN 22 PxB PKR4
23 QQB5

This was roundly condemned by all in the press-bureau. Tall suggests 23.BK2 or 23. PN6 as better.

23..QRB1 24 KN2 QN2
25 BK2 BQ4

Karpov wanted to play 26. QN4. But then comes 26...PR4 27. QxNP, QB2.

26 QK3 PN5 27 PB4 BxP
28 RQ6 QN4

Tal does not want to allow Q-exchange as he has planned not to play a technical ending.

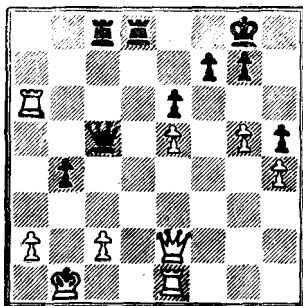
29 QK4 BxB 30 QxB QB4

Geller suggested 30... QR5 as winning. But Tal saw 30, QQ3, RB6 32. RxRP, RXP+ 33. KN1.

31 RxRP KRQ1

On 31... QQ5+ and 32... QxRP white gets counter-play with 33 PN6

32 KN1



32...RQ4

Geller joked that Tal was playing for a mate, instead of consolidating with 32... PN3.

"I saw that after 32... PN3 white would probably lose. But in the actual variation played I did not foresee White's simple 35th move"—Tal.

33 PN6 PxP 34 RxP R(1) Q1
35 RQB1

"This move did not strike my head. Now on 35... RQ7 36 QK4 RQ8 white has the simple 37 RK8+"—Tal. Black has dissipated all his advantage, Before abandoning the struggle Tal lays two cunning traps.

35...QB6

The first trap. If now 36 QK4 then 36...PN6 37 BPxP RQ8 38 QB2 RxR+ 39 QxR QQ6+ 40 QB2 QB8+ 41 KN2 QK8! 42 QB4 KR2!

36 RxP RxP

The second trap. On 37 QN2, follows 37...RK8 38 RxP+ KR1!! when Black wins.

37 QB2

Alas! Karpov does not fall into it.

37...R(4)Q4 Draw Agreed.

10

Tukmakov—Tal

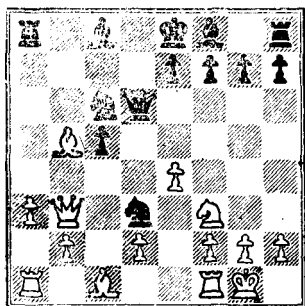
USSR 1976

English Opening

1 NKB3 NKB3 2 PB4 PB4
3 NB3 PQ4 4 PxP NxP
5 PK4 NN5 6 BN5+
N(1)B37 0—0

7. PQR3, NQ6+ 8. KK2,
NB5+ was played in Pouti-
anen-Tal game, See Game...
21

7...PQR3 8 BR4 PQN4
9 PQR3 NQ6 10 NxP PxN
11 BxP QQ3 12 QN3 BR3!



Tukmakov had prepared his variation at home and pla-

yed with lightning speed. But Tal's 12th move put a brake on his speeding variation. White must have analysed only 12...NxB, 12...NB5, and 12...NN5 and overlooked 12...BR3! which defends the BN "through" the WB, and contemplates exchange-sacrifice.

13 QR4 BxB! 14 QxR+ NQ1
15 PQN4 BB3 16 PxP QN3

The obvious 16...QB3 leads to difficulties after 17. QR6, NxQBP 18. QB4, QxR 19. QxN, BxP 20. NK5.

17 QN8 QxP

17...BxP was much simpler.

18 PQR4 PK4 19 RR3!

The only counter-chance.

19 ...BxBP 20 RxN QxR
21 NxP QK5 22 NxB QxN
23 RK1+

Black's task could have been made tougher by 23. QK5+ forcing the BK to the B1—square. Tukmakov must have underestimated Black's 24th move and completely overlooked his opponent's 25th move.

23 ...KQ2 24 PQ4 BxP!
25 RQ1 QxP! White resigns.

If 26. RQ3, then 26. RK1. Relatively best is 26. RB1, RK1 27. BB4, QB3 28. RQ1, NK3 29. QN3, KK2 30. BN3, KB1 etc.

11

Tal—Kyaner

Chigorin Mem. 1977

French Defence

1 PK4 PK3 2 PQ4 PQ4
3 NQ2 PQB4 4 N(1)B3 NQB3
5 BN5 QPxP 6 NxP BQ2

Tal has previously tried two possibilities here. 7. BN5 and 7. 0-0?! Kyarner seems to have prepared for both of them as well as the third alternative played now by Tal!.

7 PB3 PxP 8 PxP NB3!?

Black is not worried by the weakening of the K-side as the white KB is vulnerable at QN5 and Black hopes to occupy his Q4 square.

9 NxN+ PxN 10 0-0 NN5
11 BQB4 BB3 12 PQ5!?

‘In my view, the only possible reaction. I felt that if Black is allowed to play .. NQ4, white cannot oppose Black’s plans. However, my judgement is very subjective. Anyhow after the p-sac, the chances become mutual”—Tal.

12 ...BxP 13 QK2 BxB

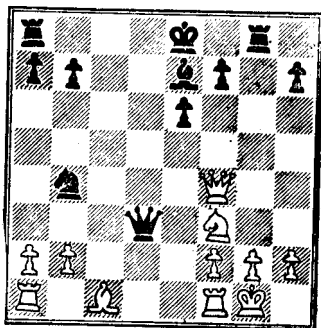
There is no need to hurry this capture. Black can as well play 13...BK2

14 QxB QQ6 15 QR4 RKN1

16 QxBPx

White has nothing better than this trap. If 6.. NQ4 17 QXBP+

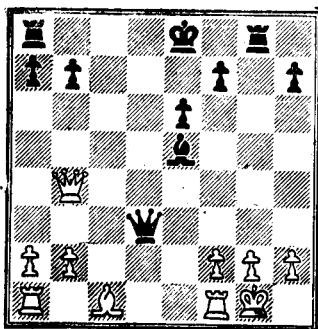
16 ...BK2 17 QB4



17 ...BQ3

Only after this in accuracy does Black come into difficulties. Much stronger is 17...QQ4! after which it is Black who gets the advantage.

18 NK5 BxN 19 QxN!



Black must have underestimated this move. He must have hoped for 19. QXB, NB7 20. RN1, NQ5 21. BN5, PKR3! 22. QRQ1, NB6+ 23. PXN RXB+ 24. QXR QXR+.

19...QQ4

Not possible here 19...
 BXP+ 20. KXB, QXR be-
 cause of 21. QXP, RQ1
 22 BN5! winning. Also not
 possible 19... 0-0-0
 20. QB5+, BB2 21. BB4,
 RXP+ 22. KR1! Best seems
 19...QKB6 20. PKN3, PB3.

20 PKN3 RQB1

White has now undoubted
 advantage. With the Black K
 stranded in the centre, this
 advantage becomes decisive.

21 BK3 PQR4

Black was already in time-
 trouble. He goes in for a
 forced variation and proba-
 bly underestimated whites
 25th or 26th move.

22 QR4+ PN4 23 QxRP RQR1
 24 QN6 RQN1 25 QRQ1! QB6

The ending after 25...RXQ
 26. RXQ, PXR 27. BXR,
 BXP 28. RN1 is hopeless for
 Black.

26 QR7

Again Black cannot capture
 on KN6 because of
 27 QQ7.

26 ...RKN3 27 RQ7 KB1

On 27 ...BXKNP follows
 28. RK7+ KB1 29 RXP+!
 QXR 30. PXB.

28 QB5+ Black resigns,

12

Shuba—Tal

Chigorin Mem. 1977

English Opening

1 PQB4 PK3 2 NQB3 NKB3
 3 NB3 BN5 4 QB2 0-0
 5 PQR3 BxN 6 QxB PQN3
 7 PQN4

The most accurate order of
 moves. White first "tunes"
 his Black-squared "instru-
 ments", preventing the stan-
 dard... NK5 and ...PKB4

7... BN2 8 BN2 PQ3 9 PK3
 PK4 10 PQ3 NN5!

"I thought over this move
 for a long time. White's
 superiority is not pronoun-
 ced but I did not discover
 the best plan. I did not like
 the passive...NQ2 and...QK2
 and chose a dubious line
 which abruptly changes
 situation"—Tal

11 PR3 NKR3 12 PQ4!

Black's reply is forced.
 12... PK5 is bad in view of
 13 PQ5 and if 12...PxP
 white gets advantage with
 13. NxP

12 ... PKB3 13 PxP BPxP
 14 PB5

"This game was played in
 the final round. I was half-
 a-point ahead of Geller and
 Suetin. In the final round
 my two rivals agreed for a
 draw between themselves

just when Shuba played 14. PB5. I could have proposed a draw and won the tourney. But I thought such a proposal was improper when the position reached was so interesting. Anyhow, if Shuba had proposed a draw, I would not have the heart to reject his offer. It is to the credit of the Rumanian master that he continued the game"—Tal.

14... NPxP 15 PxP BxN 16 PxB
NQ2 17 0-0-0 QK2

With his 16th move, Black questioned White's intentions about his QB pawn. But white evades a direct answer. Now on 17...Nxp follows 18. QB4+ and 19. Bxp.

18 PB6 NB3

Not 18...NB4 nor...NN3 because of 19. PB4

19 BR6

Stronger perhaps 19. RKN1 or 19. PB4.

19 QRN1 20 BN7 NB2
21 PB4

Played in a hurry. Better 21. KRN1.

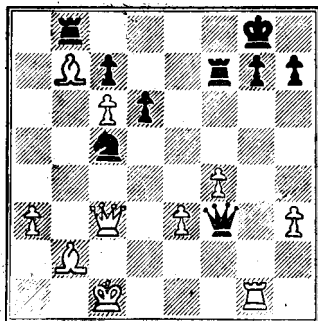
21...NK5 22 QB2 NB4 23 PxP

A mistake. White must have overlooked Black's 24th move. Necessary is 23. KRN1.

23... NxP 24 PB4 NB6
25 QB3 RB2 26 KRB1

Forced. The unpleasant N at B6 is too troublesome to tolerate.

26... QK5 27 RXN QXR 28 RN1



28 ...KB1 !

Simpler was 28... NK3 but it is passive for Tal. He wants to neutralise the powerful white QB.

29 Rxp NQ6+ 30 QxN RxR
31 BxR+ KxB 32 QQ4+
KB2 33 BR6 QxQBP 34 BB4+
PQ4 35 QxP+ QxQ 36 BxQ+
KK2

White's misery is that he cannot prevent the enemy R's infiltration.

37 KB2 RN4 38 BB3 RB4+!
39 KQ2

White-K is in a dilemma. Better was 39. KN2.

39... RQR4 40 PK4 RXP
41 BN4 PB4 42 PK5 PB5
43 BK2

In case of 43. PB5, Black wins with 43... RQR4 44. PB6+, KB2 45. BR5+, KB1.

43... RXP 44 BXP RKB6 45 BQ3

RXB+ 46 KXR PQR4 47 PB5
PR5 White resigns.

13

Tal—Zhuralev

Chigorin mem. 1977

English Opening

1 PQB4 PQB4 2 NKB3 NKB3
3 NB3 PQ4 4 PXP NXP 5 PQ4
PXP 6 QXP NXN 7 QxN NB3
8 PK4 QR4 9 QXQ NXQ
10 BN5+ BQ2 11 BXB+ KXB
12 0-0 NB3 13 BB4 PK3
14 QRB1 RQ1 15 KRQ1+ KK1
16 RXR+ KXR 17 NK5 NXN
18 BXN PKR4

18... PB3 leads to a position
which is more restricted for
Black.

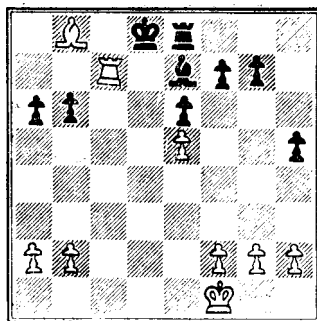
19 BN8! PR3 20 PK5!

At once 20. RB7 will not
do because of 20...BQ3
20. RXNP, KB1. After the
text-move, Black cannot pre-
vent the Rook's infiltration.

20.. BK2 21 RB7 RK1 22 KB1

White cannot afford to
hurry. Less advantageous is
22. RXP, KB1. 23. RN6,
BB4 24. RB6+, KXB
25. RXB, RQ1.

22... PQN3



23 KK2

Tal consumed half-an-hour
over this move. The alter-
natives were two favourable
Rook-endings.

I. 23. RN7, KB1 24. RXP,
BB4 25 RB6+, KXB
26. RXB, RQ1 27. KK2
or the stronger.

II. 23. RR7, KB1 24. BQ6
BxB 25. PxB, RQ1
26. RB7+, KN1 27. RxP,
RxP 28. KK2, PKN4
29. RKR7! PR5 30. RR5!
RQ4 31. PB4.

Tal admits that he could not
discover the final moves of
the second variation over
the board However, there
is no need to regret White's
missing the above lines as
he now gets a winning
Bishop-ending.

23... BB4 24 RxP RK2
25 RxR KxR 26 PB4 KQ2
27 KQ3 PQN4

The pawn-ending after
27... KB1 28. BQ6, BxB

29 PxB, KQ2 30. KK4,
KxP 31. KQ4 is hopeless for
Black.

28 KK4 PN3 29 PKR3 KK1
30 PKN4 PxP 31 PxP BN3
32 BQ6 BB7 33 BN4 BN3
34 BB3 BB7 35 PB5 NPxP
36 PxP KB2 37 PB6 BN3
38 BQ4 BR4 39 BB5 BK8
40 KQ3 BN6 41 BQ4 BK8
42 KB2 BN5 43 KN3 BB1
44 BK3 KK1 45 KB3 PR4

After 45...PN5+ Black has
no moves left and the white
K marches to KN6.

46 KN3!

Threat is 47. PR4.

46.. PR5+ 47 KB3 KB2
48 KQ4 KK1 49 BQ2 KB2
50 PR3 Black resigns

There is no defence against
51. BN4.

14

Tal-Bellon

Las palamas-1977

Queen's Indian Defence

1 NKB3 NKB3 2 PB4 PQN3
3 PQ4 PK3 4 PKN3 BN2
5 BN2 BK2 6 NB3 NK5
7 QB2 NxN 8 QxN 0-0
9 0-0 BKB3 10 QB2 PQ4
19 PxP PxP 12 BB4

An unsuccessful move. Stronger
is 12. PQN4.

12... NR3 13 KRQ1 QK2

Black has easily equalised.
Hence Tal tries to confuse
him with his next move.

14 PKR4

Untypical of Q. I. D. but
typical of Tal.

14...PB4 15 PxP QRB1

A rare instance of a bad in-
termediate move. Black
should at once play 15. PxP.
Bellon seems to take Tal's
moves too very lightly.

16 NQ4!

Black must have been under
the mistaken impression that
WN would go only to the
KN5 square.

16...NN5!

16...RxP leads to a weak
isolated QP.

17 QQ2 BxN 18 QxB

Tal does not oblige Black
with the natural-looking
intermediate move 18.
BQ6?? QB3! 19.BxR, QxP+.

18...PxP 19 QK5!

This is the position white
wanted to achieve. Black is
saddled with hanging pawns
one of which is very weak.

19.. QxQ 20 BxQ KRK1

Looks a natural move but
leads to a collapse- Better
was 20.. KRQ1 21. PR3,
NR3 22. RQ2, BR1!

21 BQB3 RxP 22 PR3 NB7?
Better 22...NR3

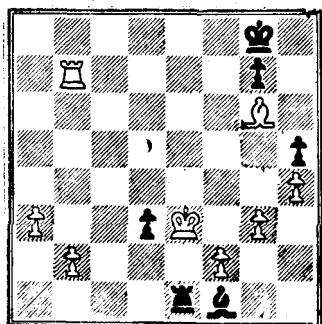
23 QRB1 NQ5 24 BxN PxB
25 BxP

Obviously Black overlooked this move.

25...RxR 26 RxR BR3 27 RB7

Little material is no material for Tal to harass his opponent!

27... PR4 28 RxRP BN4
29 RxP KR2 30 RN7 RK8+
31 KN2 BB8+ 32 KB3 PQ6
33 BK4+ KN1 34 BN6 BK7+
35 KK3 BB8+



and Black resigned.

Black pieces have been tied into a knot smacking of an end-game composition.

15

Tal - Larsen

Las Palmas 1977

Caro-Kann Defense

1 PK4 PQB3 2 PQ4 PQ4
3 NQ2 PxP 4 NxP NKB3
5 NxN NPxN 6 QB4 BB4
7 BB4!? QN3

More in the spirit of the defence would be 7...NQ2. Tal's tactical play is infecting Larsen.

8 BQN3 PQR4

This rules out Q-side castling permanently.

9 PQR4

Playing 9 PQB3 would lead to quiet normally but that is contrary to Tal's plans.

9...NQ2 10 NB3 QR3

Larsen has prevented white's K-side castling but Tal never intended to castle on the K-side!

11 NR4 BN3 12 QN4!

The threat is 13. NxB R PxN 14, BxP+

12... PK3 13 BB7

White threatens 14. BxKP PxP 15. QxP+. At once 13, BxKP allows Black to escape after gobbling up the piece.

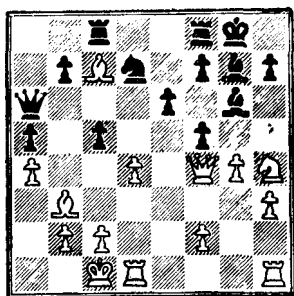
13... PKB4 14 QB4 BN2
15 PR3 0-0

More interesting is 15...PB4 16. PQ5, PK4! Best for white is 16. PxP, BxP 17. BB4, QB3 18. BN5.

16 0-0-0

The strategy becomes clear now after all the mystifying tactical play. A magician has been outwitted by a greater magician!

16... QRB1 17 PN4 PB4!



18 NPxP PB5 19 BR2

If 19. PxP, PxP 20 PxRP+, KxP.

19... PxP 20 QPB3

At last the typical carokann move comes. But Tal gives it a question-mark.

20... KRK1

Better 20...QQB3 21. BQ6 KRK1 22. KRK1, NN3!

21 KRK1 QQB3?

Better now 21... RxR 22. RxR, QQ3!

22 PQ5! QxRP 23 QxQBP QxQ 24 RxR+ RxR 25 BxQ RK5 26 NxP RxP

If 26...RPxN, then 27. BN5! 27 NK7+ KR1

If 27. KB1 28. BQ6, PB5 29. NB5+, KN1 30. RK1, pR3 31. RK8+ KR2 32. RK7, wins.

28 BxP

White has now obtained a winning position.

28... BR3+ 29 KN1 RB5 30 NB8 RxP 31 NN6 NK4

32 PB4 BK6 33 PQ6 NB3 34 PQ7 BN4

If 35...NQ1 36 NQ5, BN4 37. BB3+, wins.

35 BB3+ KN1 36 RN1: Black resigns.

16

Tal—Tatai

Las palamas 1977

Ruy Lopez

1 PK4 PK4 2 NKB3 NQB3 3 BN5 PQR3 4 BR4 PQ3 5 0—0

Fisher's move. Other choices are 5. PB3, 5. PQ4, 5. BxN and 5. PB4.

5... BQ2 6 PQ4 NB3 7 BxN BxB 8 RK1 BK2

On 8... BxP white gets advantage with 9. NB3 and 8...NxP?? is bad because of 9. PQ5.

9 NB3 PxP

9... 0—0? 10. PxP, PxP 11. QxQ KRxQ 12. NxP is the famous Tarrasch trap.

10 NxP NQ2

A novelty. Usual here is 10 BQ2. 10... 0—0 is not good because of 11. NB5.

11 PQN3 0—0 12 BN2 BB3 13 QQ2 RK1 14 RK2

Also possible 14. QRQ1, NB4 15. PB3, BxN 16. QxB, NK3 17. QK3

14 NB1 15 PB4!

A typical Tal move bringing tactical play into a purely strategic game.

15...NK3 16 NxB

Or 16, NB5, NB4 with good play for Black.

16...PxN 17 R (1) K1 NB1

Black has become panicky—a fulfilment of Tal's tactics! He should calmly defend with either 17...NB4 or 17...QN1.

18 NR4! BxB 19 NxB NQ2
20 NB4 QN1

Even now Black can try
20...NB4

21 KR1! QR2 22 PK5! PQ4

Forced move.

23 NR5 QN3 24 PQN4 PQB4?

Leads to a sudden collapse.
24...QRQ1 was better.

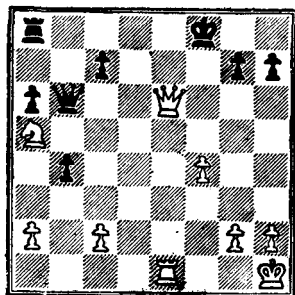
25 QxP PxP 26 PK6

26. QxN can also be played leading to the variation as in the game. If 26...QxN, 27. PK6. RKB1 28. PK7, KRK1 29. QQ8 wins.

26 PxP 27 RxP, KB1 28 QxN
RxR 29 QxR Black resigns.

Black has lost a piece. He cannot play 29... QxN because of 30. RK5 when he

has to give up his Q to present 31. RB5 mate.



Except for a small tactical twist on move 15 Tal has played with the charming simplicity of Capablanca,

17

Beliavsky—Tal

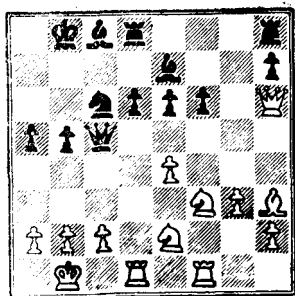
Leningrad 1977

Sicilian Defence

1 PK4 PQB4 2 NKB3 PQ3
3 PQ4 PxP 4 NxP NKB3
5 NQB3 NB3 6 BKN5 PK3
7 QQ2 PQR3 8 0—0—0 BQ2
9 PB4 BK2 10 NB3 PQN4
11 BxN PxB 12 PB5 QN3
13 KN1 0—0—0 14 PKN3 KN1
15 PxP PxP 16 BR3 BQB1
17 QR6

White squanders his opening advantage with this move. He should have striven for the initiative with 17. NK2

17...QB4 18 KRB1 PQR4
19 NK2



Now the initiative has already passed to Black. Obviously the better move was 19. QQ2.

19...PQ4 20 PxP NN5! 21 N2) Q4?

White chooses the worst among all the N—moves. 21. NQB3 or 21. N(B,Q4 would have given better defensive chances.

21...QxP 22 PN3 PK4 23 NK6 QB3 24 PB3

and white resigns.

Belavsky did not wait for the murderous 24...QK5+. The spectators greeted Tal's win with thunderous applause.

18

Tal—Kuzmin

Leningrad 1977

Ruy Lopez Moscow 1966

1 PK4 PK4 2 NKB3 NQB3
3 BN5 PQR3 4 BR4 NB3

5 0-0 BK2 6 RK1 PQN4
7 BN3 PQ3 8 PB3 0-0
9 PKR3 NQR4 10 BB2 PB4
11 PQ4 QB2 12 QNQ2 BPxP
13 PxP NB3 14 NN3 PQR4
15 BK3 PR5 16 QNQ2 QN5
17 BN1 BQ2 18 PQR3 NB3
19 BQ3 NQR4 20 RQB1 QN1
21 QK2 RK1 22 RB2 BQ1

Tal told later that he would rather be mated than play for a draw in this game. Kuzmin too was in a similar mood. However, the logical method for Black was to prepare PQN5 and simplify the position.

23 PxP PxP 24 BB5

Tal intentionally allows Black a K-side attack.

24 ...NR4 25 PKN3 RR3
26 NR2 RR3

Now white can win material with 27 BK3 but Tal does not like the retort 27 ...NB5

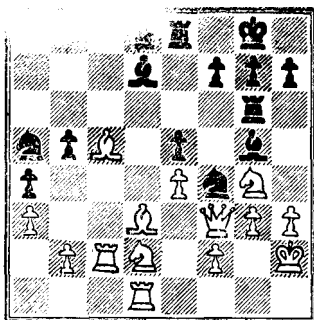
27 NN4 RKN3 28 KR2 BN4I

On 28... NQB3 Tal contemplated Q-sacrifice with 29 BxP NQ5 30 BxB NxQ 31 BxR

29 QB3 QQ1

Black should play 29...KBxN 30 RxB NN6 31 RB2, BxN 32 PxN, NB3 winning the NP.

30 RQ1! NKB5



"I was confident that I could beat back the attack with 31 BB1 but just at that moment I got a 'genuine' idea"
—Tal

31 NxP!

Spectators greeted this move with applause appreciating the interesting play of both masters. Now on 31 PxN would have followed 31... BxP+ 32 KR1 QR5 33 NR2 BxP 34 RKN1 BN5! winning

31 ...RxN 32 PxN NB3

Black brings his inactive N into play but it is already too late. 32...BxP+ does not work because of 33 QxB RR4 34 BB1 RR5 35 QK3 R(3)R3 36 RB3! Or on 32... QB2 white simply plays 33 PxR QxP+ 34 KR1 and Black has to look after the safety of his own K.

33 BK3

On 33 PxR follows 33... NxKP 34 QK2 BB5+ 35 KR1 QR5 Or if 33 PxB

R(4)xP 34 RB3 NK4 35 QR1 BxP winning.

33 ...BR3

Not good but black has no good moves left. On 33... BKB3 Tal planned 34 RxN BxR 35 PxR BxP+ 36 BB4 RB3 37 BxB! RxQ 38 NxR.

34 RxN! BxR 35 PxR QXB 36 NB1 BB5+ 37 BxB Black resigns.

19

Tal—Velimirovich
Modern Benoni Defence
Moscow 1977

1 PQB4 PQB4 2 NKB3 PKN3
3 PQ4 BN2 4 PQ5 NKB3
5 NB3 PQ3 6 PK4 0-0
7 BB4

Diverting the BN to R4 but this proves a wrong plan.

7...NR4 8 BN5 PKR3 9 BQ2

It is difficult to understand why Tal does not play 9BK3

9 ...PK4 10 PXP e.p., BxP
11 BK2 NQB3 12 0-0 RK1
13 BK3 QN3 14 QQ2 NQ5

Black's threat is 15... NxB followed by 16... QN5 winning a pawn. White has no choice and his QB makes an ignoble exit. A triumph for Black's strategy.

15 BxN PxB 16 NQ5 BxN
17 KPxB NB3

White is reduced to passivity. But the great Tal abides his time like a quiet, sleepy volcano.

18 QRQ1 NK5 19 QB2 PQR4

The first step in the march towards glory and agony!

20 NK1 PR5 21 NQ3 QB2
22 RB1 PR6 23 PQN3

White cannot liquidate the heroic pawn by 23 PxP, as he loses his QRP

23... NB6 24 KRK1 PR4

This pawn seems to have grown jealous of his counterpart! No wonder an epidemic of heroic pawn is spreading.

25 BB3 PQN4! 26 PxP QR4
27 PN3

This pawn finally proves to be the real hero of the battle.

27...QxP 28 KN2 PR5 ?!

The first critical stage of the game. Better, perhaps, was 28...RxR 29 NxR RK1 winning the QP. The exchange-sacrifice 28..RK4 looks very inviting and might have been tried by Tal.

29 NB4 RK4

More cautions was first
29...PxP

30 PxP R(1)K1 31 NQ3 NxRP
32 QxN QxN 33 KRQ1 QR3
34 RxP RK8 35 R(4)QB4 BN7
36 RxR RxR 37 PN4

The last seven moves have been marvellously played by both players. Tal's game seems to be collapsing despite his valiant efforts.

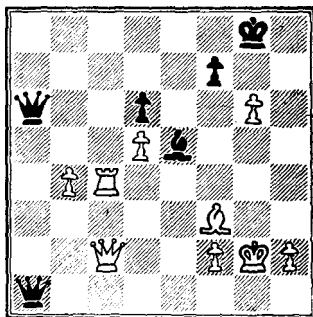
37...BK4

The second critical stage of the game. Black can win the WQ now with 37...RQR8 38 QN3 PR7 39 QxB RN8+ 40 KxR PR8=Q+ but with no prospects for a win. A more promising like seems to be 37...QR5 38 RB8+ KN2 39 RB6 QxP 40 PR5 RQR8 41 QB4QK8. Velimirovich tries the natural plan of obtaining a second Q and it is uncharitable to find fault with him.

38 PR5 RQR8 39 QB2 PR7
40 PxP RN8+ 41 KxR
PR8=Q+

The final goal apparently has been reached, but...!

41 KN2



It was Black's turn to seal the move. He actually pondered 52 minutes over his move! Obviously he must have been shocked to realise that all his sensible, natural moves led him to a losing position. A chess miracle had occurred, which he could not have foreseen when he played 37..BK4. Much less could he have foreseen that his 28...PR5 would prove so disastrous.

41.. BB3

Black resigned without waiting for White's 42 PxP+ KxP 43 BR3+KK2 44 PN5 QR1 45 QB5. He could not have saved himself by 41...BN2 also. For then follows 42 QB5! QN2 (or 42...PxP 43 RB8+KR2 44 QR3+BR3 45 RB7+ KN1 46 QK6+ wins. Or 42...QKB3? 43 RB8+!) 43 BR5 Q(8)R1 44 PxP+ KB1 45 RB6 QQ1 46 PR4 Q(2)R1 47 QK6 and there is no answer to 48 QK8+ A fantastic win for Tal. Velimirovich thought that he could prevent the eruptions of the chess volcano Mikhail Tal by blocking the volcano-opening. But he was horrified to find the hot lava imperceptibly issuing underneath the volcano and flooding his kingdom.

No suicide was ever so well contemplated in chess history!

20

Tal—Ornstein

Tallin 1977

Sicilian Defence

1 PK4 PQB4 2 NKB3 PK3
3 NB3 NQB3 4 BN5 KNK2
5 0-0 NN3 6 PQ4

6 BxN NPxB 7 PK5 BK2
8 PQN3 PB3! is unclear.

6..PxP 7 NxP BK2 8 BK3
0-0 9 PB4 PQR3 10 BxN
NPxB 11 QR5

Putting pressure on the K-side with typical Tal moves, He has been helped by Black to some extent.

11...PQB4! 12 NN3 PB4!

If 12..PQ3 or 12...QB2 then 13 PB5! is very strong. Black temporarily sacrifices a P and obtains good play.

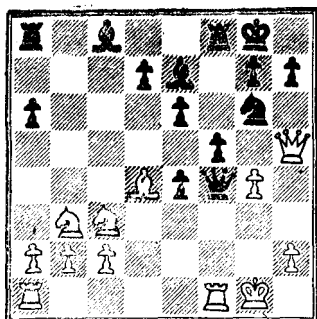
13 NxP QB2 14 NN3 PxP
15 PB5

15 NxP leads to too much simplification after 15...NxP. Moreover Black gets a better position because of his two B's.

15...QK4

If 15..PxP 16 NQ5 QQ1
17 NxB QxN 18 RxP.

16 PN4 PxP 17 BQ4 QB5!



A beautiful move. Black's idea is to exchange Q's or to drive the WQ away from the K-side.

18 RxQ

If 18 PxP then 18...QR5!
18...NxR 19 QxP RxQ 20 PxR
BN2

A mistake in time-trouble
(!) Black should have played
20...NR6+ 21 KN2 NB5+
22 KN3 NR4+

21 NR5 BQB3 22 RK1 BN5
23 RKB1

Ordinary masters also can display brilliant prowess at tactical play as young OrNSTEIN has done in his game. But only Tal can keep up a sustained tactical play. He does not play obvious moves at any stage. Here he avoids the natural 23 NxB PxN 24 RxP BxN 25 BxB NQ4 25 BQ4

23...NQ4 24 NxB PxN 25 NxP
RK1 26 NN3 KB2 27 RB3
RK8+ 28 KN2

28 KB2 RB8 29 PB3 RB7+
is good for Black

23...RQB8 29 RB2 BK2 30 PQR3
BB3 31 BxB KxB 32 PB3
NK6+?

A mistake, Better 32...RK8
33 KB3 NB5?

Another slip. He should play 33.. NxP 34 KN4 PN3 34 NxN PxN 35 RxP+ when white has only a small advantage. Black's text-move gives winning chances to white-

34 KB4 PN4+ 35 PxP e.p.,
KxP 36 NK4 RKN8 37 PN3 NN3

Forced. If 37...NxP 37 RR2
NN4 38 RxP and Black becomes two pawns minus.

37 KK5 NQ4 38 KQ6 RK8

Here Black lost on time. The game could have continued 39 RN2+ KB4 40 RN4+ KxN 41 RK5+. Or if 39... KB2 40 NN5+ KB3 41 NxP+ KB4 42 PB4

21

Poutianen—Tal

Tallin 1977

English Opening

1 PQB4 NKB3 2 NKB3 PB4
3 NB3 PQ4 4 PxP NxP
5 PK4!?

Usual here is 5. PKN3. But the text-move also is a good choice taking the game into a complex tactical battle.

The very presence of Tal as an opponent seems to inspire his opponent to play tactically.

5...NN5 6 BN5+

Possible also 6. BB4, BK3 7. BxB, NQ6+ 8. KB1, PxB 9. NKN5 with good play for white.

6...N(1)B3

On 6...BQ2 white can play 7. PQR3, BxB 8. PxN with advantage.

7PQR3

The natural 7. 0-0 gives the initiative to Black after 7...BN5 8. BB4, PK3. White's choice of the opening gives him no prospects of a solid game.

7...NQ6+ 8 KK2

The last chance to play solidly is. 8. BxN, QxB 9. QK2, PB5 10. NQ5.

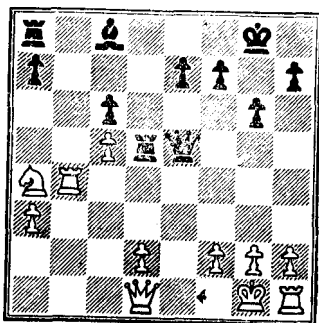
8...NB5+ 9 KB1 NK3 10 PQN4!

Black has a strong hold on the d4-square and white attempts to neutralise this. White pieces are in such a disarray that it is difficult to suggest a good plan.

10... PKN3! 11 PxP BN2 12 PK5 NQ5 13 NxN QxN 14 BN2 0-0 15 NR4 QR5 16 BxN

16 PQ4 looks formidable but Black has the equally strong reply 16...RQ1. On 17...NxP 18. RB1, QK5

16...PxB 17 KN1 RQ1 18 BB3 RQ4 19 RN1 BxP 20 RN4 QB3 21 BxB QxB



White resigns.

Apparently a premature resignation. Black's threat is 22.. RxQP. On 22. NN2 follows 22...BR3 23 NB4 BxN, 24 RxB. R(1)Q1. Or if 22 PQ4, BN5 23, PB3. QK6+ should win.

22

Unzicker—Tal

Tallin 1977

Sicilian Defence

This game was played in the penultimate round. Tal was leading the tournament and even a draw was enough for him. But he had previously lost to unzicker and wanted a win.

1 PK4 PQB4 2 NKB3 PQ3 3 PQ4 PxP4 NxP NKB3 5 NQB3 PQR3 6 BK2 PK4 7 NN3 BK2 8 0-0 BK3 9 PB4QB2 10 PQR4 QNQ2

11 BK30-0 12 KR1 PxP 13 RxP
NK4 14 PR5

This position occurred in Karpov-Polugaevsky 1974 match. Unzicker must be very familiar with it as he has translated Karpov's notes to the match games into German. However, Tal's next move plunged him into deep thought. Usual here was 14...N(3) Q2 or 14...KRK1.

14... QRB1 15 NQ4 KRK1
16 RKB1

Tal was expecting the more logical 16. NB5 to which he was considering either the solid 16...BB1 or the risky 16...BxN 17. PxB, PQ4!?

16...NB5 17 NxB

Black is now freed of all troubles. He could have been put into greater difficulties with 17. BxN, BxB 16. RB2.

17...PxN 18 BxN QxB 19 BQ4
RB1

Back to its original and proper place. Bad is 19...NQ2 20. RR4, QB3 21. QN4. Or if 19...PK4? 20. RR4, QB3 21 BK3 when Black has a hole at d5.

20 RR4 QB3 21 QQ3 NN5!

In Sicilian games Black usually operates on the Q-wing Tal's approach to Chess is so free of bias

that in this game Black attacks on the K-side.

22 R(4)R1 NK4 23 QR3

On 23. BxN, PxB Black's threat is 24...BN5 when white becomes weak on all points.

23...RxR+

It at once 23...QB5, then 24. KRQ1. White's weak first rank is exposed now.

24 RxR QB5 25 RQ1 RB1
26 BN1

Preferable is 26 KN1, RB3 24 QR5.

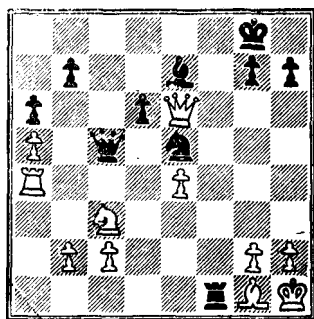
26...RB3 27 RQ4 QB4!

A typical Tal move, for wantonly allowing the release of the B-battery.

28...RR4

Slightly better was 28. PQN4 QB3.

28...RB8! 29 QxKP+



29...KR1!

Not 29...KB1? 30. QB5+!
30 NK2 QB7!

Unzicker must have overlooked this move. He proba-

bly expected 30...QxBP,
PR3 31 QxB. PR3
32 QK8+, KR2 33. NN3
31 QxB PR3

Now the WN cannot be
saved. If. 32. QK8+, KR2
33. QR5, then the simple
33...PKN3 is decisive.

32 QxQP QxN

With the fresh threat of
32...RxB+ 33. KxR, QK
mate

33. QB5, NN5! White
resigns.

If 34. PR3, then 34...NK6!
is knock-out.

23

Tal—Gufeld

USSR 1977

Sicilian Defence

1 PK4 PQB4 2 NKB3 PQ3
3 PQ4 PxP 4 NxP NKB3
5 NQB3 PKN3 6 BK2 BN2
7 0-0 NB3 8 NN3 0-0
9 BKN5 PQR3 10 PB4

Better 10. PQR4 preventing
Black's next move.

10 PQN4 11 BB3 BN2 12 KR1
NQ2 13 QK1 PQR4

On 13...PN5 15 NQ5 BxP
16 RQ1BN2 17. PK5 White
has enough compensation
for the sacrificed pawn.

With the text move, Black
himself sacrifices a pawn.

14 NxNP PR5 15 NQ2 PR3
16 BR4 NB4

16...BxP is not possible be-
cause of 17. RQN1 PR6?
18 NxRP And 16...NN5 is
met with 17. QN1! PR6
18 PB3

17 NB4 BR3 18 N(5)R3 NQ5
19 RB2 RB1?

Black has a number of inter-
esting possibilities like 19...
NN4, 19...NxB and 19...PQ4

20 RQ1 NxB 21 PxN

Better than 21 RxB as it
protects the KP and opens
up the KN-file.

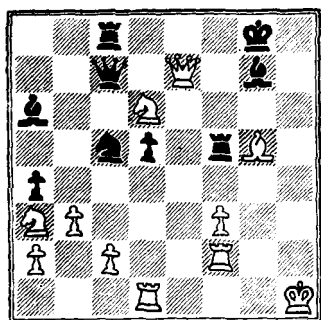
21...QB2 22 PN3

Here 22. PN4!? is quite in-
teresting. On 22...BxB can
follow 23 NxB (23 PxN, BR3
is to Black's advantage) NK3
24. NK3. If now 24 BB6?
25. QB1NxP 26. BN3 is good
for white. Or if 24 NxP
simply 25 BN3 It is a
wonder why Tal does not
choose such a sharp varia-
tion Perhaps he is leaving
the initiative to complicate
to Gufeld himself!

22...PB4! 23 KPxB PN4!
24 BPxB KRxB 25 BxB RxP
26 QxP PQ4

Black is sacrificing pawns
out of sheer bravado He is
trying to over-Tal Tal him-
self!

27 NQ6



27...QxQ?

Gufeld Suggests 27...RxB. If 28. QxR, QxN 29. QxP+. QxQ 30. RxQ, the game is "unclear" to Gufeld, or 28 NxR, QB5 29 QxN BK7 30 R(1) KB1, BxR 31 RxB BQ5 Black wins. Here instead of 29 QxN white can play 29 PN4 when the position becomes extremely complex. A position which is highly rewarding to lovers of tactics.

28 BxQ NK5 29 PxN RxR
30 NxR BxN 31 KPxP PxP
32 RPxP BR6 33 BB5 RK7
34 RQ3?

Here is the reward for Gufeld's desperate sacrifices. White should have continued with 34. NB4 RxP 35. PQ2 BQ2 36 BQ4 BB3+ 7 KN1.

34...RK8+35 BN1 BB4 36 RK3 RR8

On 36...BK5+ white simply captures the B Black does not at all want to part with his powerful B's

37 NB4 BQ5 38 RN3+ KR1
39 PR4 RQB8 40 NQ2.

If 43 KR2, then 40...BK5

40...BxP 41 PQ6 RQ8 42 NB4 BB7!

A fantastic pair of Bishops indeed!

43 RN4

Or 43 RN2 BK5 44 KR2 BxR 45 BxB BQ4 draws

43... BxNP 44 NN2 BQ4+ 45 KR2 BxB+ 46 RxR RQ7+ 47 KN5 RxN??

A tragic blunder at the climax of heroic fight. Simply 47.. BK3 or 47 .BN6 draws.

48 PQ7 RN1 49 RQ1 RN1+ 50 KB4 BK3 51 PQ8-Q RxQ 52 RxR+ Black resigns.

A game which should deservedly find a place among Tal's games as one of the players has really played like Tal!

24

Tal-Gelier

(USSR Cham, 1978)

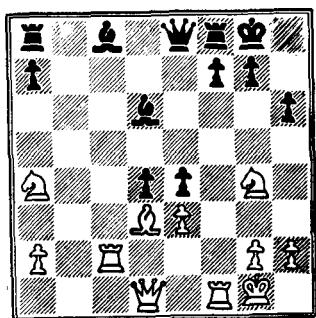
Queen's Gambit Declined

1 PQB4 PK3 2 PQ4 PQ4
3 NQB3 NKB3 4 BN5 BK2
5 PK3 0-0 6 NB3 PKR3
7 BxN BxB 8 RB1 PB3
9 BQ3 NQ2 10 PxP KPxP
11 PQN4 BK2 12 PN5 BR6

13 RB2 BQ3 14 0-0 NB3
15 PxP PxP 16 NQR4 NK5
17 NK5 QK1 18 PB3

If 18. NxQBP, BQ2 19.
QB1, RB1 20. BN5. PQR3
21. NN6, PxB 22. NxR. BxN
and Black is well-placed.
Instead of the text-move
which gives rise to complica-
tions 18. PB4 should have
been placed.

18 PQB4 19 PxN BPxP
20 NN4 PxP (e4)



Koblentz, who is Tal's
trainer for the last 30 years,
still cannot comprehend
Tal's play Watching the
demonstration board he said
"Of course, I am incapable
of visualising the position
as Tal does. But I am afraid
that he is losing now",

21 BB4 BxN 22 QxB QxN

It looks that white can
obtain advantage with 23.
BN3, followed by 24. R (2)
B2. But after the game Tal
pointed out 23. BN3, QR4

4. R (2) B2, QN4! Tal
chooses a combinative path.

23 RxP! RxR 24 BxR+ KxB

Not 24...KBI 25. BN3 follo-
wed by 26. RB2+, nor 24...
KR1 ?? because of 25. RB8+

25 QB5+ KK2

Or 25... KN1 26 QQ5, KR2
27. QxR+, PN3 28. QN7+
and 29. QxP with a check.

26 QxP KQ2 27 QN7+ KK3
28 QK4+

Drawn by perpetual checks.
Just after the game 15-year
-old G. Kasparov playing
in his first National cham-
pionship said that 28...BK4
would have stopped checks
and Black could have won.
However, after detailed
analysis the players found
that Black could not have
avoided the draw.

25

Tal—Dorfmann

USSR Ch. 1978

Slav Defence

1 PQB4 PQB3 2 PQ4 PQ4
3 NQB3 PK3 4 PK4

The Slav gambit, almost a
forgotten line.

4...PxKP 5 NXP BN5+
6 BQ2

On 6. NB3, Black easily
equalises with 6...PQB4

6...QxP

Chigorin used to play 6...
BxB 7. QxB, NB3

7 BxB QxN+ 8 BK2 NOR3

Kholmov's discovery. White gets fine attacking chances after 8... QxNP 9 BKB3. QN4 10 NK2.

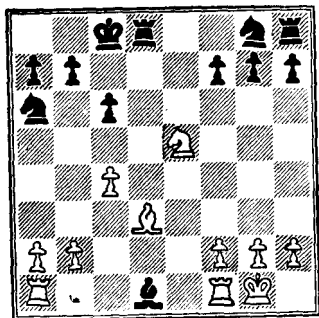
9BQ6

Many alternatives are possible here—8. BB3, 8. BR5 or even the eccentric 8. BB8. The text-move is purely positional controlling the black squares on both wings.

9...PK4 10 NB3 BN5 11 0-0
0-0-0 12 BQ3 QB5

12...BxN 13. BxQ, BxQ
14. QRxB is inferior.

13 BxKP QxB 14 NxQ BxQ



15 BB5+

on 15. NxKBP follows simply 15...BN5 16. NxKR, RxB

15...KB2 16 NxKBP. NK2
17 BxP BN5 18 NxKR RxN
18 KRK1 NB1

Or 19 RxB 20. RxN+, KN3 21. PB3 is more hopeless

20 BB2 NN5 21 BK4 PR4

Black is finding it difficult to coordinate his pieces

The text move creates a target, Better 21...NQ3.

22 PB3 BQ2 23 QRQ1 NQ3
24 PB5 NxB 25 RxN NQ4
26 PKN4 RKB1 27 KN2 PR5

Black goes in for an awkward manouvre of attacking the white QNP. But he succeeds only in losing his RP white's massive pawn-majority on the K-side does not permit any exchanges like 27...RB5.

28 PQR3 RQR1 29 PR4 RR4
30 RQB1 RN4 RB2 RN6
32 KB2

A simple refutation of Black's tactics Black loses now his RP.

32 KQ1 33 RxP KK2 34 RK2+
KB2 35 PR5 BK3 36 B4)K4
BQ2 37 RQ2 KB3 38 KN3 BB1
39 RKB2 RQ6 40 RKB BQ2
41 RQN8 NK6 42 KB4

Tal does not like 42, RxP? NxP!

42 NQ4+ 43 KN3 NK6
44 RK2 RN6 45 RB8+ KK2

The Black King is again driven away from the KNP. He cannot, of course, play 45...KN3?? 46 PB4+, KR3 47. RR8 mate

46 RB4 KQ1 47 RB7 Black resigns

The white Rooks form a perfect complement to each other One Rook solidly defends while the other wanders over the board like a wild beast gobbling up all innocent pawns.

